
Social Hour

—— Make The Most Out Of Your Free Time ——

Member Roles

Michael Rinehart - Project Manager, Android Developer

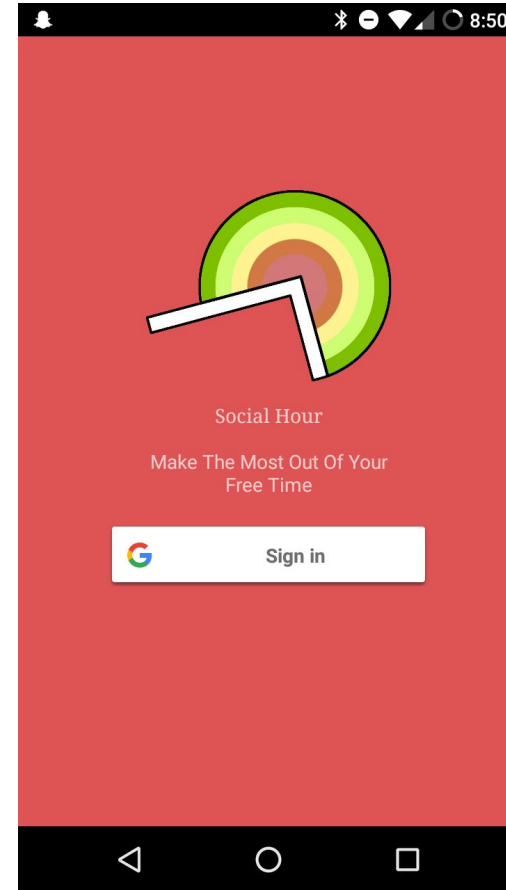
Dylan Zeller - Android Developer, Database Manager

Rocco Ordille - User Testing, Database Manager

Gavin Sentak - Database Manager, Data Scientist

Social Hour Overview

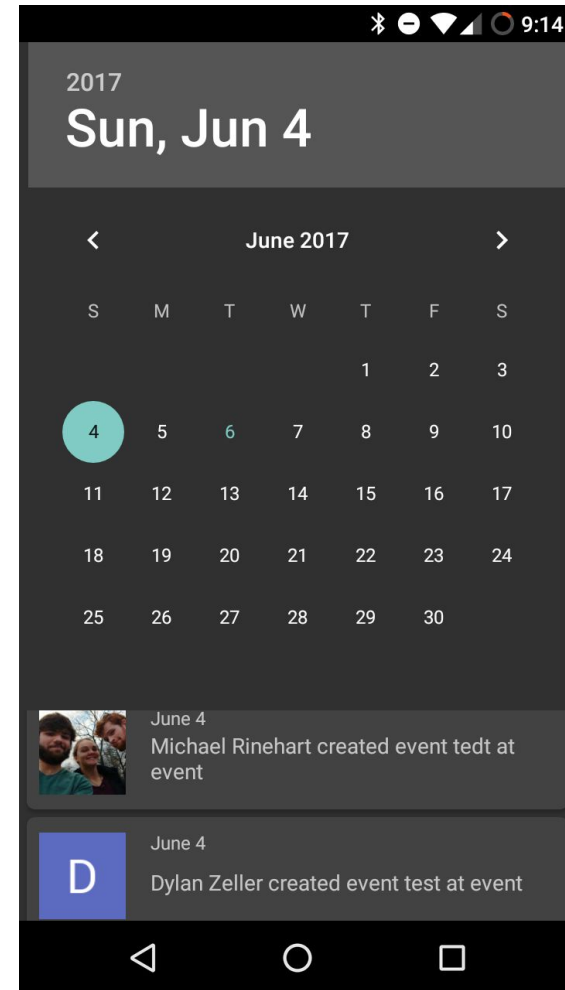
- Social Network based on Google Calendar
- Augments calendar with social network capabilities, bridging gap between availability and scheduling
- Capable of both personal and social functions
- Allows users to make and maintain real-life connections with friends



Final Deliverables

Internal Calendar Interface

- Originally planned interface as a drop-down view
- Allows users to see events within the application on certain date
- User has ability to change event selected on calendar



Final Deliverables

Google Firebase

- Originally planned to use MongoDB as database
- Instead, implemented Google Firebase
- Securely stores user data and authenticates users through Google account
- Gives analytics to application usage

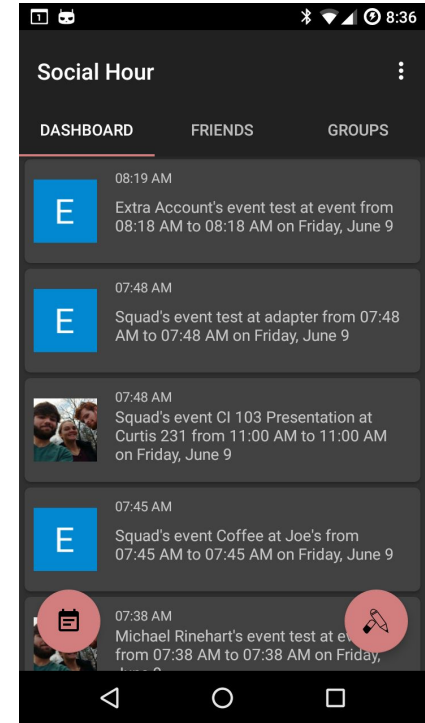
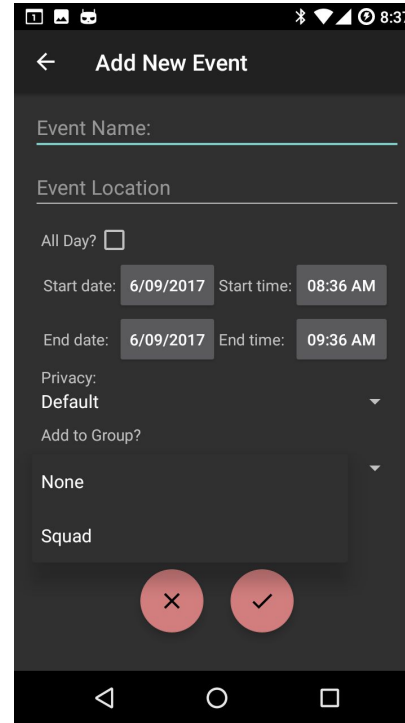


Firebase

Final Deliverables

Add/Edit Event

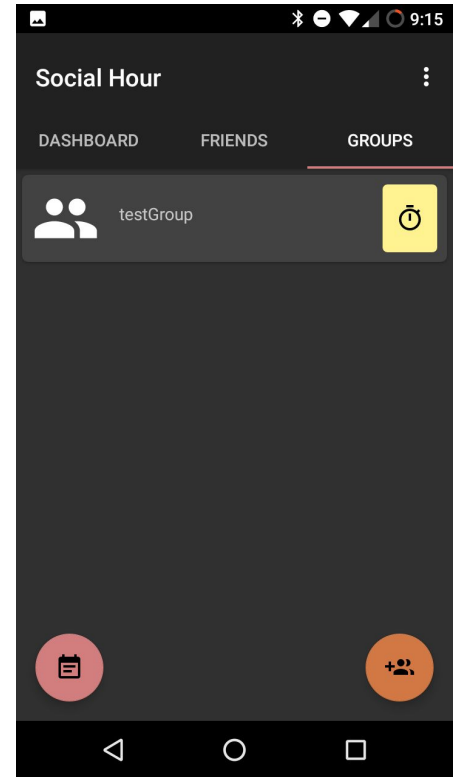
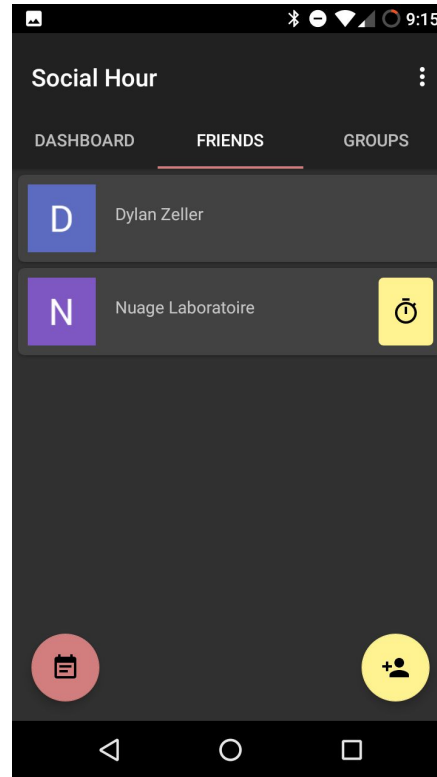
- Creation of events prompted through an add events page
- After the event is created, it can be accessed within the calendar page and seen in the live feed
- Deliverable completed from the original plan



Final Deliverables

Social Network

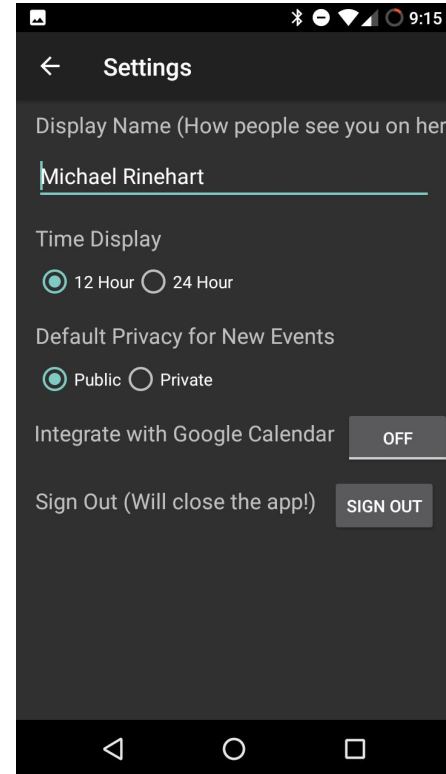
- Friends and Groups within the application create network
- Friends and Groups are stored under user's data
- Friends can see other's public event in real time



Final Deliverables

Settings

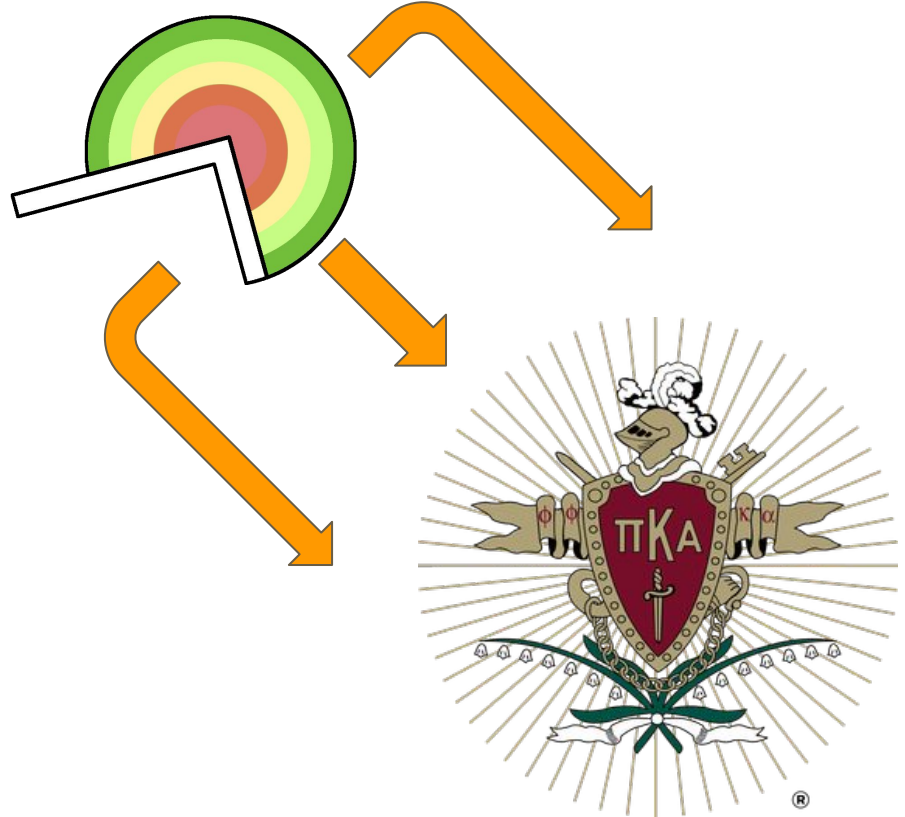
- The Settings page allows users to edit:
 - Display Name
 - Time Display
 - Default privacy settings for new events
 - Integration with Google Calendar
- Also, this is where the has the option to sign out



Final Deliverables

Completion & Distribution of Application

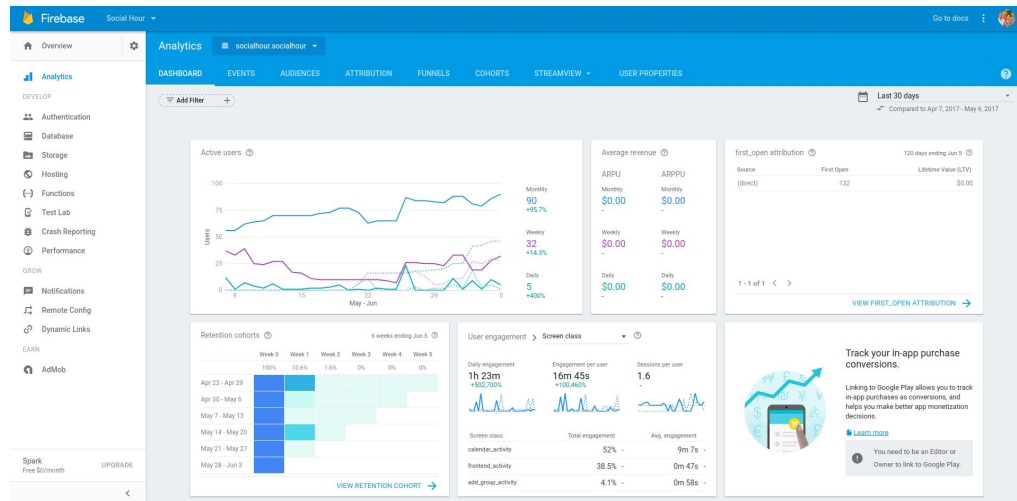
- Originally planned for week 8
- Distributed to Android users in Pi Kappa Alpha Fraternity
- Frequent contact and maintenance of application



User Testing

Focus Group

- We installed the application on each user's phone
- We had 15 users and performed stress testing on the database
- We collected feedback face to face with each user
- Testing of each element such as buttons and screen changes for bugs



Demo

User and System Manuals

User Manual

- User manual created to provide user's with useful instructions regarding operating the application.
- Gives descriptions and examples of the different functions, screens, and other useful information regarding the application ex (getting started, creating events, etc.)

System Manual

- Gives exact and technical description of all the content across every page on the application
- The system manual is for users who want to know what each feature/component of the application does

events, integration with Google Calendar, and signing out. This screen is accessed by selecting the three vertical dots at the top right of the screen.

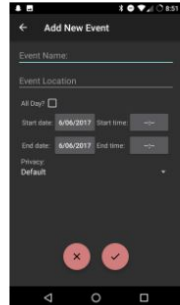
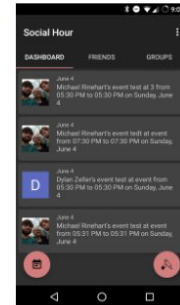
f. **How they all integrate, cross-features**

4. Function Inputs and Access Levels

- a. Login Credentials: When logging in, the user will be prompted to enter their google username/email and password before entering Social Hour. Only Google accounts will be accepted.(for now)
- b. Time and Date: The user cannot enter a time or date for an event that precedes the current time and date.
- c. Event Description: When entering an event name and or location, there is a maximum character limit of 120.
- d. Settings: Within the settings page, the user can edit their username. It has a max limit of 20 characters.

5. Operating Instructions

- a. Once on dashboard, friends and groups recent activity will be displayed on the live feed
- b. To create an event of your own, press the pencil and eraser button in the bottom left corner
- c. Once on the add event interface, fill out the form to the specifications of the event and add it to your calendar with the check mark button
- d. The event will also appear on the live feed depending on the privacy settings



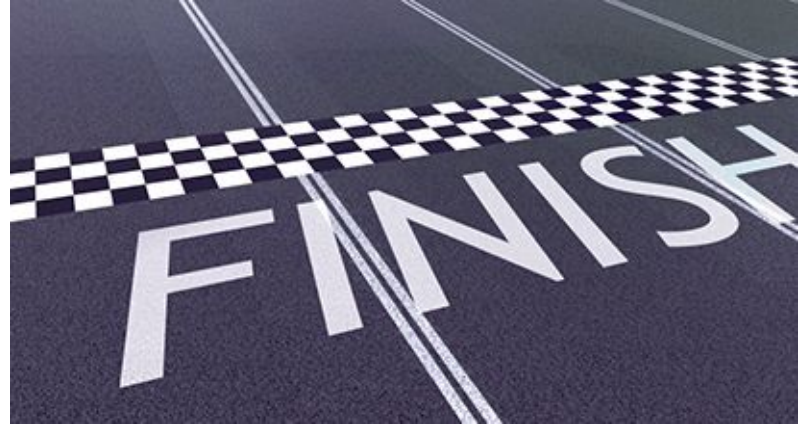
Lessons Learned

- Knowledge of programming using Android Studio
- Use of Google Firebase as a database and reviewing user information
- Different methods and processes of software development (requirements / design phases)
- Agile development
- Some ideas are out of reach when creating a product



Conclusion

- Phenomenal work done meeting all planned deliverables with slight variances for some
- Exciting team plans to continue future application development (ex. IOS app, other improvements)
- Lessons learned from project building and interfaces



Sources

- <http://pmlinks.com/tag/project-scope/>
- <https://console.firebase.google.com/project/social-hour-7fe4d/overview>
- <http://www.lifetime-weightloss.com/blog/2013/1/30/the-finishing-line-effect.html>
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